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SHORT RULES

FOR

PLAYING THE GAME

OF

CASSINO;

BY ROBERT LONG.

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MUSEUM BRITANNICUM

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SHORT RULES

FOR PLAYING THE GAME OF CASSINO.

I. Take up the Card played by your Adverſary in Preference to any other.

II. Take up Spades in Preference to the other Suits.

III. When you hold a Pair, play one of them.

IV. Aim at clearing the Board always, but forego an Advantage rather than give your Enemy that Chance.

V. Never play a Ten while Great Caſſino is in, nor a Deuce while Little Caſſino is unplayed.

VI. Try to win the laſt Trick.

VII. Try to win the Majority of the Cards, and take up as many as you can with one Card.

VIII. When obliged to lay down a Card, let it be a Court-Card, or a little one, but keep the Aces if poſſible.

IX. If you have a Pair, and a Third is on the Board, play one, and wait your Turn: you may take any thing elſe in the mean Time.

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THE GAME.

THE GAME consists of Eleven Points, viz:

The Ten of Diamonds, which is Great Cassino, marks two Points:

The Deuce of Spades, which is Little Cassino, marks one Point:

The Majority of the Cards—— three Points.

The Majority of the Spades—— one Point: and

The Four Aces —— one Point each.

THE LURCH.

Six Points gained save the Lurch.

OF DEALING.

Deal Four Cards each, turning up Four alternately upon the Board *(the first Deal only)*, after which deal Four Cards each, without any for the Board, till the Pack is out.

OF PLAYING.

When Four Cards each are dealt, and Four on the Board, begin playing; always taking from the Table as many Cards as will answer to the Number of Pips on the Card you lay down; then face them like Tricks before you.

Always prefer the Spades to the other Suits, becauſe they make a Point in the Game.

When any one matches a Card in his Hand with *all* the Cards on the Board (as for Example, if he hold a Nine, and Six or Eight Cards on the

the Table ſhould happen to make up Three or Four ſeparate Nines), he clears the Board, and marks one Point in the Game as often as repeateth.

When the Player cannot take up a Card, either by pairing or equalling any number of Pips on the Board with a Card in his Hand, he muſt lay down a Card and wait his Turn: in this Caſe he ought to lay down the Court-Cards in Preference to the others, becauſe they can only take up as many of the ſame Kind as are on the Board, and are leſs profitable than the Eights, Nines, Tens, &c.

When the Player holds Two Cards of a Kind, and a Third ſhould happen to be on the Table, he may (if he pleaſes) lay down one of them and wait his Turn; and

ſhould

ſhould the Adverſary not match it, he may lay down the Third and take up the former Two with it; but, in this Caſe, he muſt not cover the Trick by putting the Cards together, the Adverſary being at Liberty to take them if he can.——

N. B. This ought only to be done when the Fourth Card is out.

While the firſt Pair are ſo laid, the Player is at Liberty to take any Thing elſe that offers, and to lay down his third Card when he pleaſes.

OF FOUR-HANDED CASSINO.

This Game may be played either by Four, Three, or Two Perſons: when by Four, it is played with Partners like the Game of Whiſt, and is ſubject to its Laws in cutting for Places, dealing, and marking the

the Games ſingle or double; and playing the Rubber, which is gaining Two Points out of Three.

OF THREE-HANDED CASSINO.

In playing Three-handed Caſſino, each Party marks ſeparately, and in counting up the Points of the Game, the *two lowest* join their Numbers together, and deduct them from *the greater*; (as for Example, ſhould A have gained Five Points, B Four, and C Two, B and C reckon Six Points between them, A has therefore only Five, and can mark Nothing; but if A claims more than both his Adverſaries can claim together, he marks all above their Numbers, as will be ſhewn in the Laws for counting up the Game).

OF TWO-HANDED CASSINO.

In playing Two-handed Caſſino, each Party marks ſeparately, making the ſame Deductions from the higheſt Number.

LAWS FOR COUNTING THE GAME.

If, when all the Cards have been dealt, any ſhould remain unmatched on the Board, the Perſon who took up laſt claims them; but this does not intitle him to mark a Point, as in the Middle of the Game. The Perſon holding the Majority of the Cards marks Three Points, the majority of the Spades one Point, &c. as ſhewn above: but ſhould the Cards be equally divided, neither Party can mark any Thing for them, when the

Points

Points in the Game are reckoned on both Sides, the leſſer Number muſt be deducted from the greater (for Example, if A has Seven Points and B Four, A marks Three and B none).

OF PLACING THE CARDS.

To prevent Miſtakes, the Dealer ſhould make his Partner take up the Tricks and ſeparate the Cards, by dividing the Pairs and placing one at the Top and the other at the Bottom of the Tricks, that they may not come in Pairs next Deal.

N. B. It is recommended to the Players to remember the Cards played, as no one can be permitted to refer to the Tricks. In the laſt Deal, a Court-Card or ſome other ought to be kept to ſecure the Advantage of the Cards on the Board.

Points in the Game are reckoned on both Sides, the latter Number muſt be deducted from the greater (for Example, if A has Seven Points and B Four, A marks Three and B none).

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